## **June 2023 Public Works Report**

## Roads

- The month began with two rotted culverts replaced at the end of Capser Road on 6/1. We have many more culvert replacements scheduled but will hold off unless completely necessary until this fall.
- The second week of June began to show signs of hot and dry weather. With no rain in sight, the crew replaced two culverts on Craig's Way, and ditched the north side of the road as needed.
- The week of 6/5 saw the Ashland County Hwy. Dept. crew re-milling and patching the heaving culvert bumps on Middle Road, Black Shanty, and the southern section of Big Bay Road prior to the inline skate marathon.
- On 6/9 the crew painted the Town Dock and crosswalks. I hope to get more downtown high traffic areas repainted next month, as the County contracted line striping crew will not be on the island this year until Sept.
- On 6/20 the crew completely rehabbed Anderson Lane.
- On 6/21 the crew completely rehabbed Amundsen Lane.
- Between 6/22 and 6/23, Pete put in some long days and had all the main road shoulders mowed with the airport's TV145 tractor and disc cutter.
- After an extremely dry and dusty month that made grading difficult, Pete was able to get
  out on the roads after some much needed rain. Between 6/26-6/28, Evan Jr. and I spread
  17 tons of magnesium chloride on the gravel road network. Thank you to gravel road
  residents for their patience and understanding regarding the crucial timing of this
  application, for maximum efficiency both in product performance and the town crew
  labor budget.

## **Parks**

- The Parks crew is doing a great job keeping up on the never-ending tasks involving the downtown Parks.
- The LeSeur St. porta-potties were removed and the new Rec Center bathrooms (with A/C and air blown hand dryers) are accepting a high volume of users.
- Big Bay Town Park is completely booked, and the crew is holding it all together as we approach the busiest time of year.

Drive safely and be nice, Respectfully submitted, Ben Schram, Public Works Director